



**PUBLIC PLAY SPACE**

**Fate il Vostro gioco  
Do your game  
Capacity Building workshop  
in PALERMO  
16-18/07/2020**

## Team Members

Giorgio Barbato  
Mariangela Bologna  
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## Name of the game

Fabbrica Ducrot

# 1 Objective/purpose

- Community engagement
- Design placemaking
- Prototyping



# 2 Theme/Subject

Team treasure hunt

Purpose: select and build urban furnitures



# 3 Location

Spazio Incolto and Cantieri Culturali alla Zisa.



# 4 Target audience

Young students: from 11 to 18 years old + a little group of children of primary school (6-10)

12 team. Each team is composed by 10 players. 120 participants

Partners:

- Schools of the area (selection of teams)
- Organizations established inside Cantieri Culturali
- Other: Fablab, etc.



# 5 Meccaniche di gioco

Urban game: event lasting half a day.

**First phase:** Treasure hunt. For each clue found, a coin is won which at the end is exchanged for a project. Duration 1 hour

**Second phase:** challenges to conquer the materials. Duration 1h30 '

**Third phase:** construction of objects and placement in space (12 sectors in Spazio Incolto). Duration 1 h

Jury: participants + 20 primary children

3 votes each but they can't vote for themselves

**Fourth phase:** while counting the votes, an animator/facilitator guides all the teams to share the objects created and distribute them throughout the space. Duration 30 'max



# 6 Implementation

- Materials for prototyping
  - T-shirt for teams and kit for game
- People for production and play guidance
  - Prizes
- Video operator and drone
  - Budget 10.000?





# 7 Evaluation

- Balanced for the 4 areas
- mimicry: Little Ducrot!
- ilinx : time trials
- Agon: challenges to conquer materials
- Alea: dice for those who have not solved clues

